ACCOLADE

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Printed in Japan

SNS-ABZE-USA

# INSTRUCTION BOOKLET

ACCOLADE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing this *Ballz* Super NES® Game Pak.

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

## A Quick Test For Ballz Players

### The Ballz Arenas are located in:

- ❑ A heretofore undiscovered dimension
- ❑ A city on a distant alien planet
- ❑ An obscure corner of the Cybernet

### The Ballz Fighters are:

- ❑ Gladiators from another world
- ❑ Characters reflecting their creators' personalities
- ❑ Athletes of the future

### The Ballz Bosses are:

- ❑ Metaphysical manifestations of human neuroses
- ❑ Hand-picked mercenary bodyguards
- ❑ Vengeance-crazed warriors

### Answers:

Who cares?

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# Ballz

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# Ballz

## SOMETIMES YOU PLAYZ THE GAME

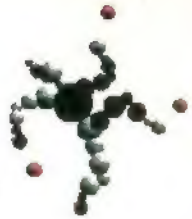
## SOMETIMES THE GAME PLAYZ YOU

BALLZ is arena combat — pure, rude, and simple. You don't need to know any more than that, so don't ask. You either whop us or you go down! Don't like it? Hike it. You can be replaced.

Who am I? I'm The Jester. That's all... The Jester.

Wizard of Wit.
Sultan of Insultin'.
Poohbah of Putdowns.
Tyrant of Trash Talk.
Duke of Dozens.
Ayatollah of I-told-ya-sos.
Godfather of Gross-Outs.





You wanna bust my Ballz? Lotsa luck, Chuck. It's going to take you a while to get to my level.

You're fightin' for belts but you're takin' welts.
You start with nuttin' and you take a whoppin'
Punch your way to red or you'll wind up dead.
Wanna get to green? Your clock we'll clean.
Advance to blue when you get a clue.
And I'll cut you no slack when you get to black.

Pick up belts along the way, 'cause you can't advance to the next level without 'em. You probably won't need to know that, because you'll probably wheeze somewhere around red.

By the way, it's real important that you stop and read the rude comments on the scoreboard. They're mine. This way you'll be distracted, get shattered, and lose — which is exactly what I want to happen to you, dingleberry. When you lose, I laugh. Nobody ever said that the Ballz Arena was a nice place. Also, to keep the place looking lively, we like to project pointless little slide shows up on the back wall. If you're doing well, we'll put your scene up there. It's just another distraction...

If, by some miracle of genetics, you manage to get all the way up to the Black Belt level, you then meet me head on. I'm trembling in my trousers just thinking about it. When I get through booting your Ballz, you might as well put on pink pedal pushers and ask a first grader if you can play with her dolly.

But you're not going anywhere, Poindexter, until you pick a fighting style.

# GETTING STARTED

1 Make sure the power is **off** on your Super Nintendo Entertainment System.

2 Insert the *Ballz* game pak into the machine following the steps in the Nintendo System manual.

3 Plug a control pad into port 1. For 2 players, plug a second control pad into port 2.

4 Turn the power switch **on**. If nothing appears on screen, switch the power **off**, make sure the game pak is firmly inserted and then switch the power **on** again.

5 Press any button, after viewing the title sequence, to advance to the Main Menu.

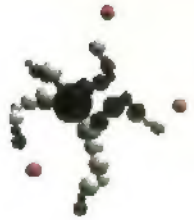
## Quick Start – 1 Player Mode

1 When the Jester Screen appears, press **START** and the Main Menu will appear.

2 Press **START** again and the Select Fighter Screen will appear.

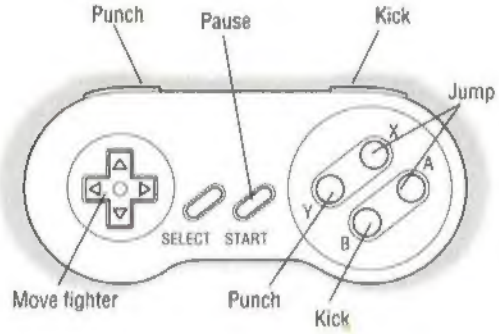
3 Press **START** a third time, and the Arena Screen will appear. You will play as Kronk and your first opponent will be randomly selected.





## Operating Your Controller

Before you begin playing *Ballz*, take a minute to familiarize yourself with the layout of the controller and what each button does. In addition to the basic moves, each *Ballz* fighter can execute a variety of special moves (see **Fighter Specs**, pages 15-22).




### Basic Moves (Default Setting)

**Punch:** Y or L Button

**Kick:** B or R Button

**Jump:** A or X Button (the longer you hold, the higher you'll jump. You can steer while in the air. Lighter weight fighters jump higher and/or float longer.

**Pause game:** START

**Move fighter:** Control Pad

Ballz

## Advanced Attack Moves (Default Setting)

**Low punch:** Y or L Button + Control Pad ▼

**Lunging punch:** Toward + Y or L Button

**Short punch:** Away + Y or L Button

**Low kick:** B or R Button + Control Pad ▼

**Lunging kick:** Toward + B or R Button

**Short kick:** Away + B or R Button

## Blocking

**Back-pedal and block:** Away

**Crouching, stationary block:** Away + Control Pad ▼

**High block:** Away + Control Pad ▲

**Roll away when knocked down:** A Button + Control Pad ▲/▼

# THE MAIN MENU

Press **START** at the Title Screen to see the Main Menu. This is where you set up the game to your specifications. It's best to stylize the Options before you choose 1 Player Game or 2 Player Game.

- **1 Player Game** - Select one of the eight Ballz fighters (see Select Fighter, pg. 15-22), then fight through the Jester's gauntlet of opponents to reach and defeat the Jester. You will be awarded a new belt color for each opponent you defeat. The background scene changes with each new opponent you meet. You fight until you defeat the Jester or run out of lives (see **Difficulty**, pg. 8).
- **2 Player Game** - Each player chooses a character (see Select Fighter, pg. 15-22) and battles head-to-head against the other player. You can even choose the same character for the battle. The background scene is set by whichever player has won the most matches. The victor of each match controls the Instant Replay camera for the last round (see **Instant Replay**, pg. 14). You can fight as many times as you wish.

- **Options** – Press the **Control Pad ▲/▼** to highlight a category then press **◄/►** to change the option. When all the options are set the way you want, Select **Exit** and press **START** to return to the Main Menu.

**Difficulty (1 Player Mode only):** Sets the number of Lives per game (Easy = 6, Medium = 3, Hard = 1). Your game ends whenever you run out of Lives.

**Matches (2 Player Mode Only):** Sets the number of rounds you need to win to win a match: **1-out-of-1**, **3-out-of-5**, **6-out-of-11**, **11-out-of-21**, etc.

**Note:** In 1 Player Mode you must win 2-out-of-3 rounds to advance to the next opponent.

**Belt Level (2 Player Mode Only):** Changes the damage delivered by each player's attack. Higher belt levels (e.g. Blue, Black) deliver more damage.

**Replay:** Lets you turn the Instant replay feature off between matches.

**Sound:** Lets you turn music and sound effects on or off.

**Speakers:** Lets you play sounds in stereo or mono.

**Hyper Mode:** Controls the speed of the game. When turned on, it accelerates the pace of the entire game making it much more challenging.

**Controller:** Highlight **Controller** and press **START** to go to the Controller Set Up Screen. Move the **Control Pad ▲/▼/◄/►** to select a controller configuration. Press **START** to return to the Options Menu.

**Credits:** Highlight **Credits** and press **START** to see a list of credits for the game. Press **START** to return to the Options Menu.

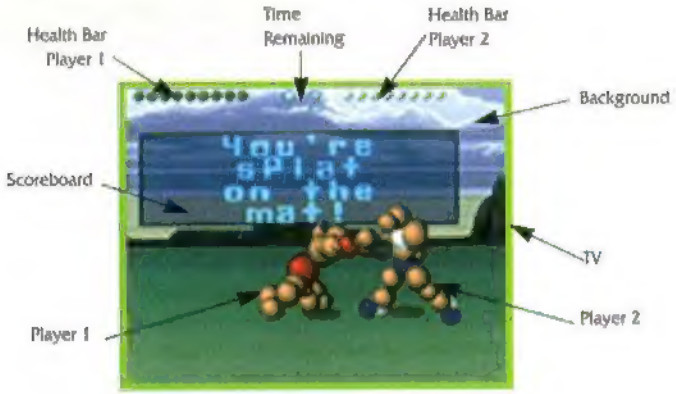
**Exit:** Highlight **Exit** and press **START** to return to the Main Menu.

# SELECT FIGHTER

Highlight **1 Player Game** or **2 Player Game** on the Main Menu to see the Select Fighter Screen. Press the **Control Pad ◄/►** until the fighter you want is displayed (the fighter's name, match win/loss record and number of Perfektas will be displayed below his image). Press **START** to advance to the arena.

# Balz

## IN THE ARENA




### General Rules

- Your fighter's health is indicated by the row of life balls at the top of the screen. When you run out of balls, your fighter is shattered and you lose the round.
- Each round lasts 99 seconds.
- When time runs out, the jester pulls the plug on both fighters, draining their power in a few seconds. Whoever has life balls left at the end of the round will win. The other opponent will be shattered.
- In 1 Player Mode each match is a best-of-three match. The first fighter to win two rounds is the winner. In 2 Player Mode, you can change the settings to 1-of-1, 3-of-5, 6-of-11, 11-of-21, etc. (see **Options**, pg. 8).

- One Perfekta is awarded if you shatter your opponent with no damage to your fighter. (A fireball will appear on the TV's.)
- Kicks are generally slower than punches but cause more damage.
- If you are hit three times in a row without blocking or fighting back, your fighter will become dizzy.
- When your fighter's health gets low, he will become fatigued

### When in Close Quarters

- **Grapple Duels:** A grappling duel begins when you move close to your opponent and press the **Punch Button**. Both players must then rapidly press the **Punch Button** and whoever presses it faster will win the grapple and deliver a special attack.
- **Close Grab:** Press the **Kick Button** when you're close to your opponent to grab him and execute a devastating attack.

### Escaping

- Whenever you are being held by your opponent (e.g. spanked by Divine), you are dizzy, or otherwise incapacitated, try pressing the **Punch Button** rapidly to escape or recover.

## Special Moves

- The Ballz fighters have many special moves. A small sample of their moves is listed in the **Fighter Specs Section**, pg. 15-22. The rest you'll have to explore and discover for yourself.
- Some special moves work only when in a crouching position or when in the air.

## Aerial Defense

- Every fighter has some sort of aerial defense move (e.g. Boomer's ▲ + **Punch** move). These moves will damage opponents attempting to attack from the air (see **Fighter Specs**, pg. 15-22).

## Morph Moves

- Secret key combos will let you morph into any of the 8 fighters to take advantage of the different fighting styles.
- You will remain morphed into the new fighter until the end of the round (or until you choose to morph into another).

## Begging for Mercy

- Allows you to gain health back when fatigued, but leaves you vulnerable while you're doing it... and it's humiliating.
- Press the **Control Pad** ▼ several times rapidly whenever you are fatigued to begin groveling. You must keep tapping the **Control Pad** ▼ to gain back health.

## Taunts

- Performing the taunt will increase the damage delivered on the subsequent attack by either player. Taunts are additive: doing several in a row will increase the damage even more.
- To execute a taunt, press **Punch** + **Kick** + **Jump** (all at the same time).

## Explosions and Cyclones

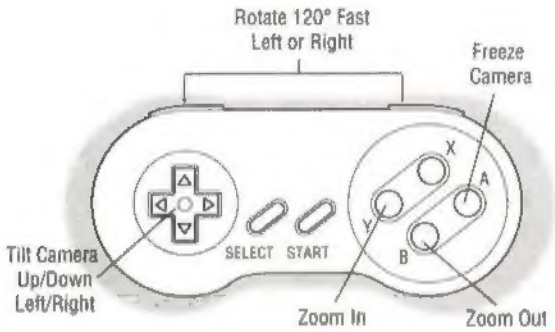
- Some special moves (e.g. explosion, tornado) will cause damage to opponents even if they are blocking.
- If an explosion or cyclone attack is executed but the opponent is not hit, the player executing the move will end up "scrambled" and helpless until the opponent hits him.

**Note:** If you wish to change Options, player mode, or make other changes, press **RESET** to return to the Ballz Logo Screen. (The Win/Loss record for Player 1 or Player 2 will reset to 0.)

# Balz

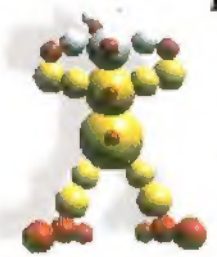
## INSTANT REPLAY

In Two Player Mode, when a complete match is won, the victor gets to play "director" for an instant replay of the last round of the match.



## FIGHTER SPECS

### BOOMER



Try playin' him. You won't have to change your looks much. This guy'll do anything for a laugh, but he ain't no joke. If his Jack-in-the-Box head doesn't get you, his irritating giggle will. Just remember: it only hurts when you laugh.

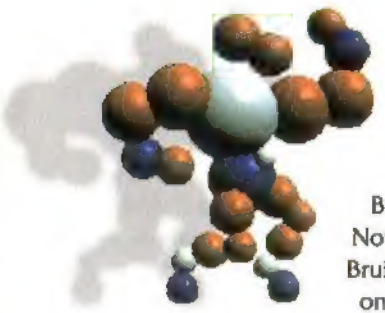
**RATINGS (1-5)**

| | | | |
|---|---|---|---|
| ●●● | Speed | ● | Charge Attacks |
| ●●● | Punch Damage | ● | Aerial Attack Damage |
| ●●● | Kick Damage | ●●●●● | Explosion/Cyclone Damage |
| ●●●●● | Missile Attacks | ● | Other Special Moves |
| ●●●● | Throw Damage | ●● | Defense |
| ●●●● | Grapple Damage | ●●● | Aerial Defense |

**SPECIAL MOVES**

| | |
|---|---|
| Left Handstand Kick: | L, L, Kick |
| Right Handstand Kick: | R, R, Kick |
| Head Hurl: | Away, Toward, Punch |
| Jack-in-the-Box: | ▲ + Punch |
| Self Destruct: | R, ▼, L, ▲, Punch |
| *And 3 more...* | |

Balz



## BRUISER

If brains were dynamite, this guy couldn't blow his nose. No worries about brain-damage for this guy. You can't hurt what he don't have. But then Bruiser don't need it. Not with the wallop he packs. Bruiser takes a lumpin' and keeps on thumpin'. You'll be shocked when you see him.

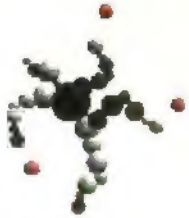
### RATINGS (1-5)

| | |
|---|---|
| ●●● Speed | ●● Charge Attacks |
| ●●●● Punch Damage | ●●● Aerial Attack Damage |
| ●● Kick Damage | ●●●● Explosion/Cyclone Damage |
| ●●● Missile Attacks | ●●● Other Special Moves |
| ●● Throw Damage | ●●● Defense |
| ●● Grapple Damage | ●●●●● Aerial Defense |

### SPECIAL MOVES

Cartwheel Left: L, L, Kick
Cartwheel Right: R, R, Kick
Slide Tackle: ▼, ▼, Kick
Torqueno: R, ▼, L, ▲, Punch
*And 11 more...*





## CRUSHER

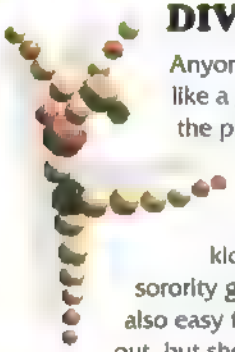
A sad case. This mutoid moves a little slow, but he's powerful enough to shatter any fighter in a couple of hits. Stay clear of the horn.

### RATINGS (1-5)

| | |
|---|---|
| ● Speed | ●●●●● Charge Attacks |
| ●●●●● Punch Damage | ●●●● Aerial Attack Damage |
| ●●●●● Kick Damage | ●●●● Explosion/Cyclone Damage |
| ●● Missile Attacks | ●●● Other Special Moves |
| ●●●● Throw Damage | ●●●●● Defense |
| ●●● Grapple Damage | ●● Aerial Defense |

### SPECIAL MOVES

Charge: Toward, Toward, Toward
Pummel: Win grapple (Punch when close)
Underhand Horn Throw: Away, Toward, Punch
*And 8 more...*



## DIVINE

Anyone every tell you that you fight like a girl? Ha — you wish! Divine is the prima donna of damage with a Bolshoi fixation. Don't laugh. She's kicked a lot of Ballz. Fast and nasty, she kicks, jumps, and makes a lot of sorority girl groans and whines. She's also easy to take down. Divine can dish it out, but she can't take it.

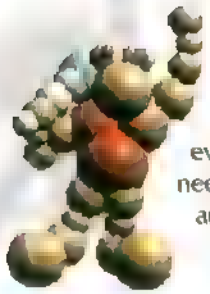
### RATINGS (1-5)

| | | | |
|---|---|---|---|
| ●●●●● | Speed | ● | Charge Attacks |
| ●● | Punch Damage | ●●●●● | Aerial Attack Damage |
| ●●●●● | Kick Damage | ●●● | Explosion/Cyclone Damage |
| ● | Missile Attacks | ●● | Other Special Moves |
| ●●● | Throw Damage | ●●● | Defense |
| ●●●● | Grapple Damage | ●●● | Aerial Defense |

### SPECIAL MOVES

Flip & Throw: Punch + Kick when close
Spanking: Win grapple (Punch when close)
Reverse Cartwheel Head Scissors: Toward, Toward, Toward
*And 9 more...*

## KRONK



You know what they say. If your only tool is a hammer, you treat every problem as a nail. All Kronk's got is his club... so he sees everything around him as something in need of clubbing. A few good whacks and nobody comes back.

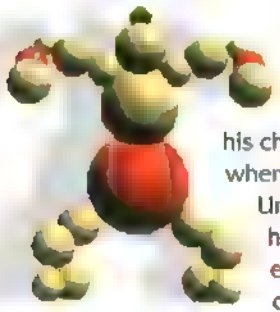
### RATINGS (1-5)

| | | | |
|---|---|---|---|
| ●●●● | Speed | ●●● | Charge Attacks |
| ●●● | Punch Damage | ●● | Aerial Attack Damage |
| ●● | Kick Damage | ● | Explosion/Cyclone Damage |
| ●● | Missile Attacks | ●● | Other Special Moves |
| ●●●● | Throw Damage | ●●● | Defense |
| ●●●● | Grapple Damage | ●●●●● | Aerial Defense |

### SPECIAL MOVES

Overhead Club: ▲, Punch
Lobber Loogie: Away, ▲, Punch
Tee Off: Kick (when close)
Duck, Dive & Roll: Toward, Toward, Toward
*And 6 more...*

## TSUNAMI



This guy looks like a blimp, until he lands on you. The only thing more deadly than his chop is the boredom you suffer when he goes through all his ritual. Unlike other Fighters, Tsunami has pride. That is to say, it embarrasses him to fight clowns and gorillas. But, in the true Eastern way, Sumo 'uses' this embarrassment to defeat his enemies.

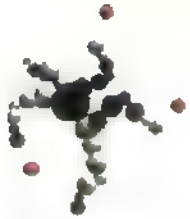
### RATINGS (1-5)

| | | | |
|---|---|---|---|
| ●● | Speed | ●●●●● | Charge Attacks |
| ●●●●● | Punch Damage | ●●●● | Aerial Attack Damage |
| ●●● | Kick Damage | ●● | Explosion/Cyclone Damage |
| ● | Missile Attacks | ●●●● | Other Special Moves |
| ●●●●● | Throw Damage | ●●●● | Defense |
| ●●● | Grapple Damage | ●●● | Aerial Defense |

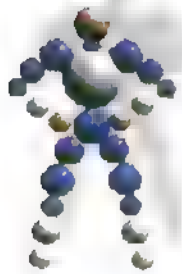
### SPECIAL MOVES

Belly Charge: Toward, Toward, Toward
Flying Sommersault Kick: Away, Away, Jump
Morph into Tsunami: L, R, Punch + Jump
*And 5 more...*





## TURBO



The original 98 pound wimp who watched too much politically correct kid-video. Flies fast, can attack from above, but is Mr. Super-Polite. If he weren't as powerful as he is, he'd be a joke.

### RATINGS (1-5)

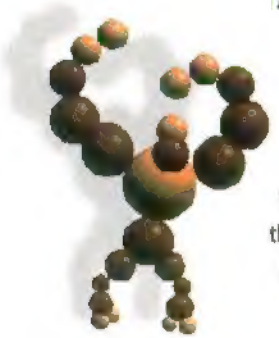
| | | | |
|---|---|---|---|
| ●●●● | Speed | ●●● | Charge Attacks |
| ●●● | Punch Damage | ●●●● | Aerial Attack Damage |
| ●●● | Kick Damage | ● | Explosion/Cyclone Damage |
| ●● | Missile Attacks | ●●●● | Other Special Moves |
| ●●●● | Throw Damage | ●●● | Defense |
| ●●●● | Grapple Damage | ●●● | Aerial Defense |

### SPECIAL MOVES

Charge Flip Kick: Toward, Toward, Toward
Flying /Hover: Jump, Kick + Jump
Super Blow: Toward, Toward, Punch
*And 4 more...*

Balz

## YOKO



The original sick little monkey — a completely deranged ape. Never know what's gonna happen to you when you bungle in the jungle. Yoko thinks apes are smarter than humans — and you aren't going to prove him wrong!

| RATINGS (1-5) | | | |
|---|---|---|---|
| ●●● | Speed | ●● | Charge Attacks |
| ●● | Punch Damage | ●●●● | Aerial Attack Damage |
| ●● | Kick Damage | ● | Explosion/Cyclone Damage |
| ● | Missile Attacks | ●●●●● | Other Special Moves |
| ●●●●● | Throw Damage | ●●● | Defense |
| ●● | Grapple Damage | ●●●● | Aerial Defense |

| SPECIAL MOVES | |
|---|---|
| Backflip: | ▲, Kick |
| Grab Pole & Swing: | Jump, ▲, ▲ |
| Gas Attack: | Away, Away, Away, Away |
| *And 13 more...* | |

# THE BOSSES

The Boss fighters are generally more powerful than the character fighters. Bosses cannot be picked up and thrown, nor can they be made dizzy. We can't tell you much about them 'cause we don't want to spoil the surprise, but most have some kind of Achilles' heel.

# CUSTOMER SUPPORT

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this Game Pak that the Pak will be free from defects in materials and workmanship. A defective Game Pak which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1 DO NOT return your defective Game Pak to the retailer.

2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the 8 AM and 5 PM (Pacific Standard Time) Monday through Friday. Please do not send your Pak to Accolade before calling Customer Service. We can also be reached 24 hours a day through America On Line, Compuserve or our BBS system. (America On Line keyword: Accolade, Compuserve: GO GAMPUB or leave a message for Accolade 76004,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800, 9600 and 14.4 baud: (408) 296-8810. Settings for all baud rates are 8 Data, No parity and 1 Stop Bit.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number on the outside packaging of your defective Pak, and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together

with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129**

After the 90-day period, a defective Pak may be replaced in the United States for $15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Game Pak, not other materials.)

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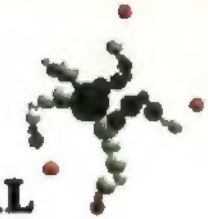


# ADDITIONAL SPECIAL MOVES LOG

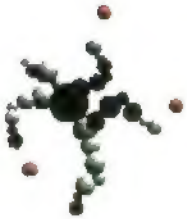
**Boomer**

**Bruiser**

# Balz

## Crusher

## Divine



## Kronk

## Tsunami

## Turbo

Ballz

**Yoko**

# CREDITS

## PF. Magic Credits

*Game Design and Concept:* **Keith Kirby**; *Programming:* **William B. Norris IV**, **Kevin T. Seghetti**; *Producer:* **Ted Barnett**; *Main Character Animations:* **Adam Frank**,**Will Friedewald**, **Kyle Kirby**, **Dan Lopez**, **Lon Richter**, **Frank Saxon, Jr.**; *Character Design:* **Adam Frank**, **Will Friedewald**, **Kyle Kirby**, **Bill Maher**, **Frank Saxon, Jr.**; *Art:* **Chris Donovan**; *Music and Sound Effects:* **Neuromantic Productions**, **Mark Miller**, **Jason Scher**; *Manual text - Jester's Words:* **Flint Dille**, **Buzz Dixon**; *Lead Tester:* **Mike Palser**; *On-Site Testers:* **Dan Mueller**, **Travis Boatman**, **Andrew Podesta**; *Scoreboard Text:* **Flint Dille**, **Reed Kirk Rahlmann**, Ballz slang written and created by **Reed Kirk Rahlmann**; *TV Art:* **Connie Braat**, **Chris Donovan**, **Richard Hermanson**, **Dan Lopez**; *Executive Producers:* **Rob Fulop**, **John Scull**; *Technical Director:* **David Feldman**; *Chief Financial Officer:* **Jim Guerard**; *Marketing Coordinator:* **Brooke Boynton**; *Special Thanks to:* **WaveQuest, Inc.**, **Aaron Baker**, **Fox Hughes**, **Paul Wilkerson**, **Barbara Hryniewicz**, **Thena MacArthur**, **Gay Littlepage**, **Lane Roathe**, **Susie Kelly**

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